RESOLUTION 2001-37

A RESOLUTION CONCERNING THE REQUEST OF INTERNATIONAL GAME TECHNOLOGY TO PURCHASE ANCHOR GAMING

The Indiana Gaming Commission ("Commission") adopts the following resolution pursuant to the authority granted to it under IC 4-33 and pursuant to 68 IAC 1-2-6.

The following factors have been considered by the Commission:

- International Game Technology is the parent company of IGT. IGT received a Temporary Supplier's License on September 8, 1995, a Permanent Supplier's License on January 20, 1998, and a renewal of the Supplier's License on February 26, 1999, and January 27, 2000. Pursuant to IC 4-33-7-8(b), IGT shall undergo a complete investigation prior to the renewal of the license for the third year.
- 2. Anchor Gaming is the parent company of Anchor Coin and VLC, Inc. Anchor Coin, d/b/a Anchor Games, received a Temporary Supplier's License on November 13, 1996, a Permanent Supplier's License on March 17, 1998, and renewals of the Supplier's License on March 17, 1999, March 30, 2000, and March 30, 2001. VLC, Inc. received a Temporary Supplier's License on May 20, 1996, a Permanent Supplier's License on September 14, 1998, and renewals of the Supplier's License on September 14, 1999 and September 18, 2000. In June of 1999, Anchor Gaming acquired VLC, Inc. The Commission, by Resolution 2001-31, granted the request of Anchor Gaming for leave to withdraw the Supplier's License of VLC, Inc.
- 3. International Game Technology and Anchor Gaming executed an Agreement and Plan of Merger on July 8, 2001. International Game Technology and Anchor Gaming are both publicly-traded corporations whose wholly owned subsidiaries, IGT and Anchor Coin, are Indiana supplier licensees in good standing.
- 4. International Game Technology requests the approval of the Commission for the purchase of 100% of the equity interests of Anchor Gaming and consequently the Indiana supplier licensee, Anchor Coin, d/b/a Anchor Games.

- 5. The Agreement and Plan of Merger is anticipated to close in the fourth calendar quarter of 2001.
- 6. Anchor Gaming will become a wholly owned subsidiary of International Game Technology.
- 7. International Game Technology has represented to the Commission that there will be no changes in the management of International Game Technology or IGT, the Indiana supplier licensee, without first seeking the appropriate licensure needed from the Indiana Gaming Commission. International Game Technology or IGT will report to the Commission concerning any licensing requirements with respect to Anchor Gaming and Anchor Coin, d/b/a Anchor Games.
- 8. Due to the fact that no new key persons or substantial owners are being introduced as a result of this change in ownership, IGT has requested that the Commission waive the normal transfer of ownership procedures and attendant background investigations.

NOW, THEREFORE, BE IT RESOLVED BY THE INDIANA GAMING COMMISSION, THAT THE FOLLOWING RESOLUTION IS ADOPTED:

SECTION 1. SCOPE.

This resolution applies to International Game Technology, IGT, Anchor Gaming, and Anchor Coin, d/b/a Anchor Games.

SECTION 2. DEFINITIONS.

The definitions set forth in IC 4-33-2 and 68 IAC apply to this resolution.

SECTION 3. ACTION ON REQUEST FOR WAIVER OF THE NORMAL TRANSFER OF OWNERSHIP PROCEDURES AND ATTENDANT BACKGROUND INVESTIGATIONS AND ACTION ON REQUEST FOR APPROVAL OF TRANSFER OF OWNERSHIP INTERESTS.

The Commission hereby:



International Game Technology's request for a waiver of the normal transfer of ownership procedures and attendant background investigations.

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International Game Technology's request for approval of the resulting transfer of ownership in Anchor Gaming and consequently Anchor Coin, d/b/a Anchor Games to International Game Technology.

SECTION 4. EFFECTIVE DATE.

This RESOLUTION is effective immediately.

ADOPTED THIS THE 7th DAY OF NOVEMBER 2001:

THE INDIANA GAMING COMMISISON:

Donald R. Vowels, Chair

ATTEST:

Tom Milcarek, Secretary